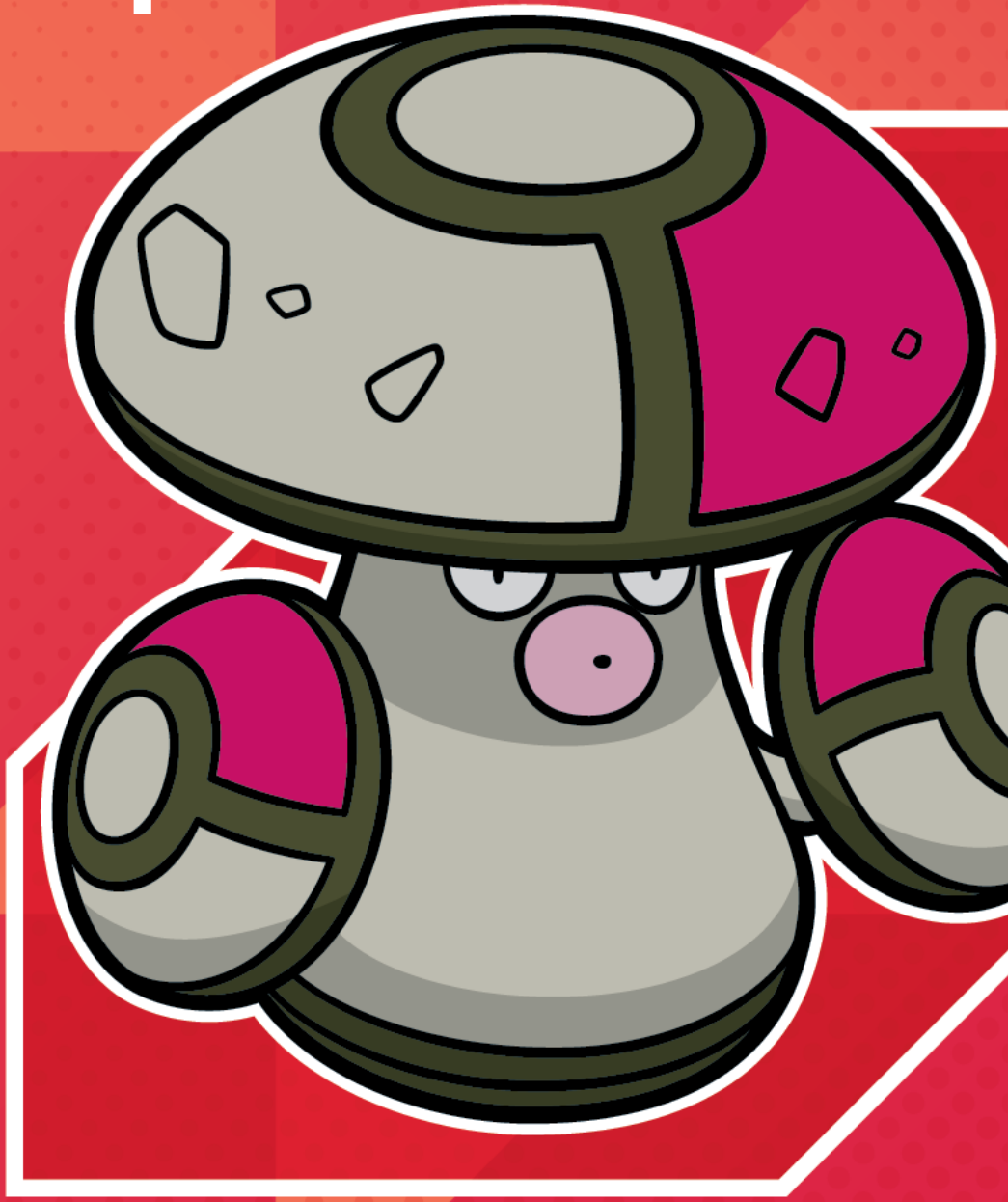
Play! Pokémon Video Game Championships Tournament Handbook



ENGLISH VERSION

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1 Introduction

Welcome to the Play! Pokémon Video Game Championships Tournament Handbook. This is not a guide on how to learn to play the Pokémon video games. This handbook is specifically about game legalities, game management, policies, and tournament formats for Pokémon Video Game Championships (VGC) competitions. By following all the rules and guidelines in this handbook, you will be ready to compete at all levels of Pokémon VGC play, from local competitions to our larger Championships Series events.

This handbook is required reading for all Pokémon VGC competitors and Pokémon VGC Judges.

1.1 Supporting Documentation

It is the responsibility of all Judges and competitors to familiarize themselves with the Play! Pokémon Tournament Rules Handbook and Play! Pokémon Standards of Conduct. Both these resources outline expectations and procedures for competitive play and behavior at Play! Pokémon competitions.

1.2 Competitor Responsibilities

It is the responsibility of all competitors to follow the information outlined in this document and any supporting documentation. This information is reviewed on a quarterly basis, so we encourage you to check back regularly for updates to the rules and guidelines outlined in this document and any supporting documentation.

Competitors are required to bring all the necessary implements to complete their matches. Depending on the level of play and location, requirements may change (such as having to submit a team list). Competitors are expected to follow posted instructions from the Tournament Organizers regarding the requirements of the competition.

If you have any questions regarding expectations at a competition, reach out to the Tournament Organizer as soon as possible for more information. If you experience any violations of our rules, or if a competition is not being run to the standards outlined in this handbook and the supporting documentation, we encourage you to open a ticket with us through our customer support portal.

2 Team Construction

Competitors are responsible for ensuring that their team adheres to any restrictions set forth by the tournament format and this document. The rules and restrictions that follow are considered the Standard format.

2.1 Battle Team Setup

A competitor must register the Pokémon to be used for a competition in a Battle Team and keep the Battle Team unchanged from the beginning to the end of the competition. All other unlocked Battle Teams must be empty. Note that a Judge may alter a Battle Team to apply a penalty earned by the competitor.

Teams must have between four and six Pokémon, depending on the tournament format.

2.2 Regulation Changes

With each new set of Ranked Battle regulations in the Battle Stadium, adjustments may be made to the list of permitted Pokémon for Pokémon VGC competitions. In some cases, the Regulation Set used for Pokémon VGC competitions may differ from the Regulation Set that is being used for Ranked Battles in the Battle Stadium. See below for details.

- Regulation Set F will run until March 31, 2026, at 23:59 UTC.

Sometimes, a new set of regulations may come into effect midway through a competition that spans multiple days (for example, a Regional Championship). If this happens, the competition will continue with the format it started with until the end of the competition. Single-day side events at such locations should use the format that is live on the day they occur.

2.2.1 Regulation Set F

During this series of play, the following additional restrictions will be in place on the Pokémon used in battle.

- Paldea Pokédex No. 001–398, Kitakami Pokédex No. 001–200, and Blueberry Pokédex No. 001–239, 241, and 242, as well as certain other Pokémon are eligible to participate.
    - Only Pokémon obtained in the *Pokémon Scarlet* or *Pokémon Violet* games—including those found in *The Hidden Treasure of Area Zero* DLC—or those transferred from Pokémon HOME are eligible.
    - See Pokémon HOME or the in-game Poké Portal for detailed lists of eligible and restricted Pokémon.
- Terastallizing is permitted.

2.3 Items

- Each Pokémon may hold an item, though no two Pokémon may hold the same item.
- Competitors may use any items that can be obtained through regular gameplay (including—but not limited to—rewards earned through participation in online battles and other functions of games released by The Pokémon Company and Nintendo) or items that have been awarded as part of a distribution or special event.

2.4 Pokémon

- Competitors may use the following Pokémon:
    - Pokémon obtained in the *Pokémon Scarlet* or *Pokémon Violet* games
    - Pokémon transferred from Pokémon HOME
    - Pokémon received at an official event or distribution
- A competitor's team cannot contain more than one Pokémon with the same National Pokédex number.
- Pokémon may make use of any move or Ability available to that Pokémon through normal gameplay. This includes but is not limited to the following:
    - Hidden Abilities, if available
    - Moves and Abilities made available through an official Pokémon event or promotion
    - Exception: Pokémon may not have the Battle Bond Ability
- Pokémon above and below Lv. 50 are permitted but will be auto-leveled to Lv. 50 during battle.
- Any regional Pokémon form that meets the above criteria and regulations may be used.

2.4.1 Nicknames and Customization

When customizing any aspect of their game, competitors must not use potentially inappropriate, obscene, or otherwise offensive terminology or deliberately make reference to matters that go against the Spirit of the Game.

The nicknames of Pokémon in a competitor's Battle Team may be visible to the opponent. In such cases, the following rules will apply.

- A competitor's team cannot contain two Pokémon with the same nickname.
- A competitor's team cannot contain a Pokémon nicknamed with the name of another Pokémon (for example, a Raichu named "Pikachu").

Any competitor found to be in breach of the above rules during a Pokémon VGC competition may be asked to modify the problematic aspect of their game or be subject to penalties up to and including Disqualification, or both.

2.5 Team Lists

The 2026 Pokémon VGC season will utilize an **open team list** format. Competitors are required to provide a legible and accurate list of the Pokémon that comprise their team before the deadline communicated by the Tournament Organizer.

Team lists will serve as the source of truth for what a competitor intends for their team to be. Failure to produce a team in-game that matches the submitted team list may result in penalties.

All Pokémon information provided on the team list will be made available to the opponent *except* for the Pokémon's stats (Speed, etc.) and Nature.

2.5.1 Contents of the Team List

A competitor's team list will be accepted as long as it records the competitor's name, in-game Trainer name of the profile they will be participating under, Player ID, and date of birth, alongside the following information for each Pokémon:

- Pokémon species, including whether that Pokémon is a regional form (such as Paldean) or a specific name form (such as Wash Rotom instead of Rotom)
    - Form name is required in the case of a form with any changes to stats, types, Ability, move pool, weight, or any other battle-related statistic. Examples include forms of Oricorio, Toxtricity, and Dudunsparce.
    - If the gender of the Pokémon affects any battle-related statistics, the gender should be listed as a form. Examples include Meowstic and Indeedee.
    - Form name is *not* required in the case of forms that are purely aesthetic in nature or entirely dictated by other criteria listed on the team list. Examples include forms of Gastrodon, Sawsbuck, and Alcremie
- Ability
- Held Item
- All known moves
- Tera Type
- Level (this should be the actual level the Pokémon is seen to be when viewed in the competitor's in-game party or Box)
- All stats (HP / Attack / Defense / Sp. Atk / Sp. Def / Speed), recorded at the Pokémon's actual level

2.5.2 Language of the Team List

Pokémon VGC competitions may require team list submission through RK9 Labs' Team List Creator. In these cases, the competitor may fill out their team list in any language they wish, as translations are made automatically available to the Judge team, though it is recommended they use the same language as their game to minimize the risk of error. If team lists are submitted through a platform that does not provide automatic translation, they should be completed using the language to which the competitor's game is set to allow for easy comparison to their in-game team by Judges performing team checks.

It is the responsibility of the Tournament Organizer to make it clear to competitors how team lists will be shared with their opponents. If the Organizer is providing the team lists to be shared—for example, by printing off a competitor view of the lists submitted through a digital platform such as RK9 Labs—they must provide the lists in at least the local language in the location where the competition is held. At International Championships, the lists must also be provided to competitors in English.

Some competitions (particularly local competitions) may require competitors to bring their own paper copies of their team lists; such must be clearly communicated to competitors within a reasonable time frame before the competition. In these cases, two copies of the list will be required: one for Judges and one for opponents. The version of the list provided to the opponent should be in the local language in the location where the competition is held.

It is strictly against the Spirit of the Game to deliberately obfuscate information on team lists or intentionally present it in a way that makes it harder for opponents or Judges to understand.

3 Equipment Rules

3.1 Game Cards

- Only legitimate versions of *Pokémon Scarlet* or *Pokémon Violet* can be used in Pokémon VGC competitions. This includes game cards and downloadable versions of these games.
- Competitors are responsible for ensuring that their game card or downloadable game is fully functional.

3.2 Eligible Game Devices

- Competitors may use the Nintendo Switch™, Nintendo Switch™ Lite, Nintendo Switch™ - OLED Model, or Nintendo Switch™ 2 system during the competition. Competitors are responsible for bringing an AC adapter that is compatible with their system and for keeping their system charged for the duration of the competition.
- At a Judge's discretion, a match may be moved to a new station. Competitors must not move their match without receiving permission from a Judge. A match may only be moved between games and never while a game is in progress.
- Competitors are responsible for ensuring that their game system is fully functional.
- Competitors should ensure that game systems with which they enter Pokémon VGC competitions are unmodified—that is, free from both custom software and firmware as well as any physical technological

modification to the competitor's device itself. Competitors found to be using modified systems may be subject to penalties up to and including Disqualification.

- Competitors may be unable to continue to play in a competition if Parental Controls prevent their system from performing actions that are necessary for competitive play.
- An active Nintendo Switch Online membership (paid) may be required for participation in Pokémon VGC competitions, and the competitor's device may be required to connect to the internet via an Organizer-provided network.
- Competitors must have their wired internet settings set to Automatic.
- At live competitions played using an internet connection (whether wired or Wi-Fi), the competitor's device must be in Airplane Mode during matches.
- Competitors may be asked by a Judge or the Tournament Organizer to register their Battle Teams as Rental Teams and provide the Rental Team IDs. Rental Teams may be used for recordkeeping or team checks, and they may be utilized on hardware provided by the Tournament Organizer for streamed matches, particularly if competitors are using a Nintendo Switch™ Lite system to participate in the competition. Competitors may not alter or delete their Rental Teams for the duration of the competition plus any specified additional time afterward as instructed by a Judge.

3.3 Controllers

Competitors are permitted to bring their own officially licensed wired controllers at the Tournament Organizer's discretion. Controllers must be connected directly to competitors' devices or to hardware provided by the Tournament Organizer. Controllers such as Joy-Con controllers must remain attached to the Nintendo Switch™ system at all times during the match. Wireless controllers that are not connected as described above are not permitted.

3.4 Game Patches, Updates, and Firmware

Competitors are responsible for ensuring they have the latest game update downloaded prior to the start of the competition and that the latest system update has been performed on their system. Competitors may receive penalties, including Disqualification, if their game is found to be missing the latest update or if their system is not running on the latest firmware at any time during the competition.

3.5 Connectivity

Various styles of game system communication exist for Pokémon VGC competitions:

- Local wireless

- This is recommended for local competitions with eight or fewer competitors, but the risk of unstable communication at higher competitor numbers means it is not recommended for competitions with nine or more competitors.

- Internet
    - This setup consists of competitors connecting and playing over the internet via a network provided by the Organizer. It is recommended for all competitions with nine or more competitors, though Organizers are permitted to utilize it at competitions of any size.

In all cases, competitors may connect to each other using the Link Battle function on the X menu.

- Link Codes are utilized to facilitate competitors finding the correct opponents in-game. Competitors are welcome to select their own Link Codes, though choosing an unusual number is recommended to avoid pairing with the wrong opponents; for example, a Link Code of "1111 1111" should be avoided. Once an opponent has been found, each competitor should verify they are paired with the correct opponent.

For events at the level of Regional Championships and above, competitors are required to form or join a group with their opponents via the internet using the Union Circle feature within the Poké Portal in the X menu, which requires a Nintendo Switch Online membership (paid). Competitors without a Nintendo Switch Online membership (paid) may be unable to participate in the competition.

3.6 Headphone Use

Headphones may be worn by competitors only if they are wired and plugged directly into their game systems. The headphone wire must be clearly visible.

3.7 Notes

While no prewritten or printed aids, including type charts, are permitted in the play space, competitors may take notes at any time during their matches, including during Team Preview, but must begin each round with a blank sheet. Lined, ruled, or grid paper is permitted.

Competitors may also utilize a preconstructed outline for note taking, which must be blank at the start of a match and can be comprised only of lines and simple shapes (no words or symbols). Use of preconstructed outlines is up to the discretion of the Tournament Organizer, and competitors must follow any instruction regarding preconstructed outlines for note taking.

If bringing a notepad or other paper implement to a match, sheets must be free of writing, and a competitor should not refer to old notes from a previous match during their current match.

3.8 Objects in Play Area

Competitors are permitted to have good luck charms or objects in the play space but must keep the play space neat. No food or drinks are permitted on the play table.

4 Match Play

4.1 Double Battle Format

Matches are comprised of a predetermined number of battles, which are called "games." At the start of each game, each competitor selects four Pokémon from their Battle Team to battle with, the order of which will determine which Pokémon will initially be sent onto the battlefield. At the start of the game, competitors send out the first two Pokémon in their party, making a total of four Pokémon on the battlefield. Gameplay continues until a competitor makes all four of their opponent's Pokémon faint or until the in-game time limit has expired.

4.2 Number of Games

Matches played during Swiss rounds may be best of one game or best of three games at the Tournament Organizer's discretion, although best-of-three is strongly recommended for competitions at the Regional Championships level and above. Any top cut portion of the competition must be run as best-of-three.

There is no round time for Pokémon VGC competitions. The expectation is that all matches are allowed to run their course of up to three games. No game should be interrupted or terminated before the natural end of the game unless exceptional circumstances occur (such as Sudden Death—see section 4.4.3).

4.3 Match Process

- At the start of each round, competitors sit down across from their opponents. While awaiting announcements for the round to start, appropriate preparations should be made, such as connecting competitor devices into hardware provided by the Tournament Organizer (where applicable) and agreeing upon a Union Circle Link Code.
- Once the announcement has been made to start the round, competitors are expected to promptly connect to their opponents and begin their battles without delay.
- Once both competitors are connected via Union Circle and have selected **Preparations Complete**, they should then exchange team lists. Team lists can be reviewed and referenced at any point throughout the match. If either competitor does not understand their opponent's team list at this time, they should inform a Judge immediately.
- Competitors are not to delay between games within a match.
- Once the match is over, the score should be promptly reported to the scorekeepers.

- For certain Pokémon VGC competitions—such as Regional Championships, International Championships, or World Championships—competitors may be required to use a method other than the Union Circle for matchmaking. In these cases, any specific instructions will be provided by the Tournament Organizer.

4.3.1 Game Time Limits

Competitors may use as much time as allowed each turn. Championship Series competitions will automatically enforce the following time limits:

- Team Preview: 90 seconds
- Move time limit: 45 seconds
- Player time ("Your Time") limit: 7 minutes
- Game time: 20 minutes

In the interest of maintaining an enjoyable competition environment, Play! Pokémon may decide to make revisions to these limits during the season based on feedback from Organizers.

4.4 Match Resolution

- A competitor wins by making their opponent's final Pokémon faint.
- If both competitors' Pokémon faint during the last turn of a match, the game software will automatically decide a winner based on a set of coded rules (such as whose Pokémon fainted first or what moves were used on the last turn, among other conditions).
- Competitors are not permitted to resolve a match with an intentional draw (ID), nor are they allowed to attempt to manipulate gameplay to force a draw.
- A competitor who selects the Run option in the game software is electing to forfeit the game. Using the Run option is the only acceptable way to forfeit a game. Using any other method may result in penalties. Should both competitors select the Run option during the same turn, the game will be recorded as having no winner.

4.4.1 Resolving Best-of-Three Matches in Swiss Rounds

Use the following criteria, in order, to determine the outcome of a match that is unresolved after the final game has ended. After one of the criteria has been met, none of the others are applied.

1. If one competitor was late to the match or was away from the match without a Judge's permission for any period of time during the round, that competitor loses the match. To avoid an automatic loss, the absent competitor must have notified the Judge of this absence before the end of the match.

2. If both competitors were on time and present for the entire match, refer to the following chart to determine at which point the winner of the match is decided.

Example	Competitor	Game 1 Outcome	Game 2 Outcome	Game 3 Outcome	Sudden Death	Match Outcome
A	Competitor 1	Win	Win	Unnecessary	Unnecessary	Competitor 1 wins
	Competitor 2	Loss	Loss			
B	Competitor 1	Win	Loss	Win	Unnecessary	Competitor 1 wins
	Competitor 2	Loss	Win	Loss		
C	Competitor 1	Win	Tie	Win	Unnecessary	Competitor 1 wins
	Competitor 2	Loss		Loss		
D	Competitor 1	Tie	Win	Tie	Unnecessary	Competitor 1 wins
	Competitor 2		Loss			
E	Competitor 1	Tie	Win	Win	Unnecessary	Competitor 1 wins
	Competitor 2		Loss	Loss		
F	Competitor 1	Tie	Tie	Tie	Win	Competitor 1 wins
	Competitor 2				Loss	

G	Competitor 1	Tie	Win	Loss	Win	Competitor 1 wins
	Competitor 2		Loss	Win	Loss	

See section 4.4.3 for the definition of and protocol for Sudden Death games.

If Sudden Death resolves in a tie during Swiss rounds, a tie is given for the match.

4.4.2 Resolving Best-of-Three Matches in Single-Elimination Rounds

Use the following criteria, in order, to determine the outcome of a match that is unresolved after the final turn has ended. After one of the criteria has been met, none of the others are applied.

1. If one competitor was late to the match or was away from the match without a Judge's permission for any period of time during the round, that competitor loses the match. To avoid an automatic loss, the absent competitor must have notified the Judge of this absence before the end of the match.
2. If both competitors were on time and present for the entire match, refer to the following chart to determine at which point the winner of the match is decided.

Example	Competitor	Game 1 Outcome	Game 2 Outcome	Game 3 Outcome	Sudden Death	Match Outcome
A	Competitor 1	Win	Win	Unnecessary	Unnecessary	Competitor 1 wins
	Competitor 2	Loss	Loss			
B	Competitor 1	Win	Loss	Win	Unnecessary	Competitor 1 wins
	Competitor 2	Loss	Win	Loss		
C	Competitor 1	Win	Tie	Win	Unnecessary	Competitor 1 wins
	Competitor 2	Loss		Loss		
D	Competitor 1	Tie	Win	Tie	Unnecessary	Competitor 1 wins
	Competitor 2		Loss			
E	Competitor 1	Tie	Win	Win	Unnecessary	Competitor 1 wins
	Competitor 2		Loss	Loss		

F	Competitor 1	Tie	Tie	Tie	Win	Competitor 1 wins
	Competitor 2				Loss	
G	Competitor 1	Tie	Win	Loss	Win	Competitor 1 wins
	Competitor 2		Loss	Win	Loss	

If Sudden Death resolves in a tie during single-elimination rounds, a second Sudden Death game will be played.

4.4.3 Sudden Death

During Sudden Death, competitors begin a new game. Competitors are required to gain an advantage in number of remaining Pokémon over their opponent. After each turn has been completed, a Judge will determine the number of Pokémon that each competitor has remaining to determine if an advantage has been gained.

- If both competitors have the same number of Pokémon remaining at the end of the turn, the game continues for another turn.
- If either competitor has more remaining Pokémon than their opponent at the end of the turn, that competitor wins the game.
- If both competitors' final Pokémon faint on the same turn, the game will end naturally. In this case, the game will utilize built-in match resolution to determine the result of the game.

4.4.4 Double Game Freeze

In some rare circumstances, competitors may experience a situation where both games freeze, and it is not clear which competitor is at fault *or* it is clear that neither competitor is at fault. In most such situations, the game must be resolved as outlined in the table below, as it cannot progress any further by organic means and the schedules of competitions generally require a prompt resolution to be reached. The Head Judge reserves the right to override the resolution of a double game freeze in exceptional situations in favor of a voided game at their discretion, but they must discuss and clear any potential schedule impact with the Tournament Organizer.

The point in the game at which the double game freeze happens has an impact on how the resolution should occur.

Pokémon Remaining in Team	Game Resolution
4–4 (including during Team Preview)	Game void, restart from the beginning
4–3	Tie

4–2	Tie
4–1	Win for competitor with most remaining Pokémon
3–3	Tie
3–2	Tie
3–1	Win for competitor with most remaining Pokémon
2–2	Tie
2–1	Tie
1–1	Tie

5 Team Checks

At all Championship-level competitions, team checks must be performed. It is recommended that team checks be performed on at least 10 percent of teams over the course of the competition. The teams of all competitors advancing to a single-elimination portion of a competition should be checked after Swiss rounds have concluded. The team check consists of two parts: a team list check and a legality check.

5.1 Team List Check

Judges must verify that the competitor's Battle Team matches the team list they submitted.

5.2 Legality Check

Judges must verify that the competitor's Battle Team is legal for competitive play, in terms of both the parameters specified by the tournament format and checking for signs of illegal manipulation. This is split into electronic and manual processes.

5.2.1 Electronic Team Check

This involves running a competitor's Battle Team through the Battle Stadium check. To do this, follow the below steps.

1. Enter the Battle Stadium and begin to set up a Casual Battle. When prompted to choose a Battle Team, select the team being used in the competition for the battle.

2. When the message “Searching for an opposing Trainer” appears, press the POWER Button to put the competitor’s device into Sleep Mode and disconnect the search. At this point, the team has passed. If, instead, a message appears saying that some Pokémon are unable to participate, penalties may need to be applied appropriately.

5.2.2 Manual Team Check

A small number of criteria are not caught by the electronic team check. The team should be viewed in-game and checked using Appendix A in the Play! Pokémon Penalty Guidelines.

5.2.3 Rental Team ID Check

Certain competitions may require that each competitor submits a Rental Team ID that contains a Battle Team that matches their team list. It is the competitor’s responsibility to ensure the Rental Team ID is correct.

5.3 Illegally Manipulated Pokémon

The use of external devices, such as a mobile app, to modify or create items or Pokémon in a competitor’s Battle Team is expressly forbidden. Competitors found to have Pokémon or items that have been tampered with may receive a Disqualification, regardless of whether the Pokémon or items belong to that competitor or were traded for.

5.4 Reporting Illegal Manipulation

Anyone who believes they have discovered a new method of illegal team manipulation, via any means, should report this through the customer support portal.

6 Online Competitions

Pokémon VGC Online Competitions, such as the Global Challenge or the Grand Challenge, may be hosted by The Pokémon Company International (TPCi). These competitions take place entirely within the game software and may follow a different tournament format from other Pokémon VGC competitions.

Competitors may be required to link external accounts, such as a Nintendo Account, to their Pokémon Trainer Central account to receive any associated participation rewards.

Competitors may register for an online competition using any tournament legal console and game cards available to them, but they may register only once per competition. Registering with multiple consoles or game cards is considered multi-accounting. Competitors engaging in multi-accounting will be removed from the tournament and will not receive prizing for any ranking they achieved. Additional penalties may apply as outlined in the Play! Pokémon Penalty Guidelines (5.4).

Competitors are also responsible for selecting the correct age division and rating zone when joining the tournament in-game. Incorrectly selecting an age division or rating zone can lead to forfeiture of prizing for any rank achieved during the online competition. These fields cannot be changed after selection, so ensure the correct selections are made at the start of the competition.

Competitors must compete in at least three battles to be added to the global leaderboards for the online competition to which they've registered. If a competitor fails to participate in at least three battles, they will forfeit any ranking on the leaderboard and associated prizing for that rank.

Additional terms and restrictions may apply. Competitors interested in participating should read the Notes and Terms of Use for each Online Competition carefully.

7 Rules Violations and Penalties

Whether intentional or not, errors and infractions may be made during a competition. While we may not be excited to give a penalty, it is everyone's responsibility to protect the integrity of each game, match, and tournament. It may be required that Judges or Tournament Organizers take corrective action regarding base infractions and their effects on a match's game state.

For detailed information regarding penalties, application, and deviations from standard penalties, please see the Play! Pokémon Penalty Guidelines.

Information present here is a brief overview, and information in the Penalty Guidelines supersedes the information in this handbook.

7.1 Penalties

Currently, Play! Pokémon utilizes the following penalties across our competitions.

Caution:

The most basic of assigned penalties. Cautions are verbal and not reported to Play! Pokémon.

Warning:

A reported penalty that denotes a minor penalty. Similar to a Caution.

Game Loss:

Applied when a mistake severely impacts the integrity of the game state. The game is recorded as a loss for the competitor receiving this penalty. In extreme cases where significant errors have been made by both competitors in a game, a Game Loss penalty may be issued to both competitors simultaneously.

Match Loss:

More severe than a Game Loss, this penalty is applied when an action impacts the integrity of the entire match. The match immediately ends and is recorded as a loss for the offending competitor. In extreme cases where significant errors have been made by both competitors in a match, a Match Loss penalty may be issued to both competitors simultaneously.

Disqualification:

The most severe penalty, applied when a competitor's actions significantly and negatively impact the integrity of the entire competition. The offending competitor's match ends immediately, they are removed from the competition standings, and they become ineligible to receive prizes. This can also result in removal from the premises.

7.2 Delivering Penalties

Whenever a penalty is assessed and delivered, that delivery should include the following:

- An explanation of how the competitor's actions are not allowed
- An explanation of the base infraction and severity of that infraction to the competitor
    - Cite the specific section or category for the base infraction

7.3 Reporting

Play! Pokémon tracks each competitor's penalty history to differentiate intentional repetition of infractions from unintentional occurrences and to determine if disciplinary action is necessary.

It is the Organizer's responsibility to provide Tournament Penalty Summaries to the Play! Pokémon program within seven (7) days of a competition's conclusion. An example can be found near the end of the Play! Pokémon Penalty Guidelines.

For any Disqualification, the Head Judge is responsible for providing a Disqualification Report. These reports must be provided to the Play! Pokémon program within seven (7) days of a competition's conclusion. Select "Disqualification Report" from the relevant drop-down menu in the Play! Pokémon customer support portal.

8 Summary of Changes

Date of previous issue: 09.01.2025

Date of current issue: December 1st, 2025

TPCi reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules, with or without prior notice.

Document updates will be made available on the official Pokémon website.

Revisions made for the latest edition (December 1, 2025)

1 Introduction		
Section	**Page #**	**Change**

2 Team Construction		
Section	**Page #**	**Change**
2.2	5	Regulation F has been added back as the current Regulation.

3 Equipment Rules		
Section	**Page #**	**Change**

4 Match Play		
Section	**Page #**	**Change**

5 Team Checks		
Section	**Page #**	**Change**

6 Online Competitions		
Section	**Page #**	**Change**
6	**16**	Added a paragraph regarding multi-accounting.

6	**17**	Added a paragraph regarding selecting the correct age division and region during registration.
6	**17**	Added a paragraph regarding the minimum number of required games to be eligible for any potential rewards.

7 Rules Violations and Penalties		
Section	**Page #**	**Change**